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(Only for new nonprovisional applications under 37 C.F.R. 1.53(b))

Attorney Docket No.

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First Named Inventor or Application Identifier

Arthur Swanberg

Title

A COMPUTERIZED TRADING CARD
SYSTEM

Express Mail Label No.

APPLICATION ELEMENTS

ADDRESS TO:

Assistant Commissioner for Patent
Box Applications
Washington, D.C. 20231

1. ☒ Filing Fee as calculated below.
2. ☒ Specification [Total Pages [25]]
(preferred arrangement set forth below)
- Descriptive title of the invention
- Cross References to Related Applications
- Statement Regarding Fed sponsored R & D
- Reference to Microfiche Appendix
- Background of the Invention
- Brief Summary of the invention
- Brief Description of the Drawings (if filed)
- Detailed Description
- Claim(s)
- Abstract of the Disclosure
3. ☒ Drawing(s) (35 USC 113) [Total Pages [8]]
4. Oath or Declaration [Total Pages [2]]
- a. ☒ Newly executed (original or copy)
- b. ☐ Copy from a prior application (37 CFR 1.63(d))
(for continuation/divisional with Box 17
completed)
- ☐ DELETION OF INVENTOR(S)
Signed statement attached deleting
inventor(s) named in the prior application,
see 37 CFR 1.63(d)(2) and 1.33(b)
5. ☐ Incorporation By Reference (useable if Box 4b is
checked) The entire disclosure of the prior application,
from which a copy of the oath or declaration is
supplied under Box 4b, is considered as being part of
the disclosure of the accompanying application and is
hereby incorporated by reference therein.

6. ☐ Microfiche Computer Program (Appendix)
7. ☐ Nucleotide and/or Amino Acid Sequence
Submission (if applicable, all necessary)
- a. ☐ Computer readable copy
- b. ☐ Paper Copy (identical to computer copy)
- c. ☐ Statement Verifying identity of above
copies
8. ☐ Assignment papers (cover sheet & document(s))
9. ☐ 37 CFR 3.73(b) Statement ☐ Power of Attorney
10. ☐ English Translation Document (if applicable)
11. ☐ Information Disclosure Statement (IDS)/PTO-1449 ☐ Copies of IDS
Citations
12. ☐ Preliminary Amendment
13. ☒ Return Receipt Postcard (MPEP 503)
(Should be specifically itemized)
14. ☒ Small Entity ☐ Statement filed in prior application,
Statement(s) Status still proper and desired
15. ☐ Certified copy of Priority Document(s)
(if foreign priority is claimed)
14. ☐ Other:

17. If a CONTINUING APPLICATION, check appropriate box and supply the requisite information:

☐ Continuation ☐ Divisional ☐ Continuation-in-part (CIP) of prior application No. /

18. CORRESPONDENCE ADDRESS

☐ Customer Number or Bar Code Label

or ☐ correspondence address below

(Insert Customer No. or Attach bar code
label here)

NAME

Pollock, Vande Sande & Amernick, R.L.L.P.

ADDRESS

Suite 800

1990 M Street, N.W.

CITY

Washington

STATE

DC

ZIP CODE

20036-3425

12/27/99
jc685 U.S. PTO

12/27/99
jc678 U.S. PTO

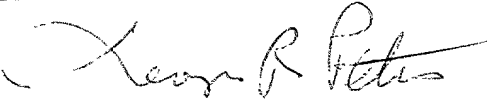
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Fee Calculation and Transmittal

					SMALL ENTITY		NON-SMALL ENTITY		
(Col 1)	(Col 2)	(Col 3)			RATE	FEE	OR	RATE	FEE
NO. FILED		NO. EXTRA							
TOTAL	34	minus	20	= 14	x9=	\$126		x18=	\$
INDEP	5	minus	3	= 2	x39=	\$78		x78=	\$
_ First Presentation, Multiple Dependent Claims					+130=	\$		+260=	\$
Base Filing Fee						\$380			\$760
Other Fee (specify purpose)						\$			\$
TOTAL FILING FEE* (accounting for possible small entity status)						\$584	OR TOTAL		\$

- ☒ A check in the amount of \$584 to cover the filing fee is enclosed
- ☐ No payment is enclosed at this time. Full payment will be made when the executed Declaration is submitted.
- ☒ The Commissioner is hereby authorized to charge and credit Deposit Account No. **22-0185** as described below. A duplicate copy of this sheet is enclosed.

- ☐ Charge the amount of \$ as filing fee
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- ☒ Charge any additional filing fees required under 37 CFR § 1.17

Name (Print/Type)	George R. Pettit	Registration No. (Attorney/Agent)	27,369
Signature			Date 12/27/99

Applicant/Patentee: Arthur Swanberg and Ethan Rappaport

Serial/Patent No.: _____ Atty. Dkt No. _____

Filed on/Issued on: _____

For: A Computerized Trading Card System**VERIFIED STATEMENT (DECLARATION) CLAIMING SMALL ENTITY
STATUS (37 CFR § 1.9(f) AND § 1.27(b)) - INDEPENDENT INVENTOR**

As below named inventors, we hereby declare that we qualify as independent inventors as defined in 37 CFR § 1.9(c) for purposes of paying reduced fees under 35 USC § 41(a) to the U.S. Patent and Trademark Office with regard to the invention entitled **A COMPUTERIZED TRADING CARD SYSTEM** described in:

☒ The specification filed herewith

☐ U.S. Application Serial No. _____, filed _____

☐ U.S. Patent No. _____, issued _____

We have not assigned, granted, conveyed or licensed, and are under no obligation under contract or law to assign, grant, convey or license, any rights in the invention to any person who could not be classified as an independent inventor under 37 CFR § 1.9(c) if that person had made the invention, or to any concern which would not qualify as a small business concern under 37 CFR § 1.9(d) or a non-profit organization under 37 CFR § 1.9(e).

Each person, concern or organization to which we have assigned, granted, conveyed or licensed, or are under an obligation under contract or law to assign, grant, convey or license, any rights in the invention is listed below:

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*NOTE: Separate Verified Statements are required from each named person, concern or organization having rights to the invention averring to their status as small entities (37 CFR § 1.27).

We acknowledge the duty to file, in this application or patent, notification of any change in status resulting in loss of entitlement to small entity status prior to paying, or at the time of paying, the earliest of the Issue Fee or any maintenance fee due after the date on which status as a small entity is no longer appropriate (37 CFR § 1.28(b)).

which status as a small entity is no longer appropriate (37 CFR § 1.28(b)).

We hereby declare that all statements made herein of our own knowledge are true and that all statements made on information and belief are believed to be true; and further, that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under 18 USC § 1001, and that such willful false statements may jeopardize the validity of the application, any patent issuing thereon, or any patent to which this Verified Statement is directed.

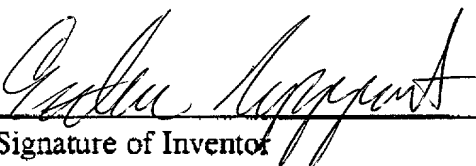
ARTHUR SWANBERG


Signature of Inventor

12-24-99

Date

ETHAN RAPPAPORT


Signature of Inventor

12-24-99

Date

A COMPUTERIZED TRADING CARD SYSTEM

FIELD OF INVENTION

5 The present invention is directed to electronic trading cards which are used to play a game on a computer terminal. Specifically, electronic trading cards are implemented using smart card technology to control access to a computer game program.

10 The hobby of collecting and trading trading cards based on sports figures, cartoon characters, and other persona has been enjoyed widely over the decades. A trading card may contain pictures of a famous person as well as information regarding that person. For instance, baseball player cards which have been very popular in the United States, include the picture of the baseball player as well as various statistics regarding the player's performance. The cards are issued in limited numbers, and over
15 time may appreciate in value. Card owners may typically sell or trade the cards, at the enhanced value, for other cards or consideration. In other cases, children collect trading cards based on cartoon characters and may use them to either play board games against other card holders or simply as a low value collecting experience.

20 Electronic video gaming devices have proliferated because of the popularity of personal computers, and because lower cost microprocessor based games have become economical. The games are constituted by computer programs which are executed on a conventional PC, or in some instances over a network connection which accesses video game software
25 running on a remote computer which operates as a server. The computer software games may simulate such popular pastimes as baseball, football, basketball or golf. A user is presented with various selections under the game program control, enabling him to play the game by signaling a

selection from his personal computer to the network computer. The combination of the playing card and computer games has been described in patents such as U.S. Patent No. 5,689,561. These applications make trading cards an integral feature of a computer game, such as a floppy disk.

5 The trading cards are constituted by a computer readable medium, such as a floppy disk, which transfers a key code to the computer system to unlock a companion CD ROM program which contains a game to be played.

The present invention seeks to improve these systems by providing a trading card in the form of a smart card which is read by a local computer.

10 The local computer may, on its own, or via a network connection such as an Internet connection, access a computer game program.

SUMMARY OF THE INVENTION

15 A system for collecting electronic trading cards is provided which makes use of a smart card storing information related to a famous person or character. The smart card is read by a local computer, and transfers security information to the local computer for permitting playing of a computer game. The system may be used in connection with a remote server which contains the computer game software. The trading card is
20 packaged with various information displayed on the exterior of the trading card relating to a character or famous sports figure.

When the related computer game is implemented by a program running on a remote computer server, a security function is implemented in the smart card allowing the trading card holder to play the game from a
25 remote computer connected to the computer server. Embedded security routines within the smart card microprocessor are read into a user's computer to establish a session with a computer game program running on the remote server.

In a preferred embodiment of the invention, information from the game program server may be transferred to the trading card, representing the user's performance during playing of the game. The remote server can read the identity of the card and prevent two users from simultaneously playing the game using the card if a previous user trades or otherwise grants access to the smart card to a subsequent user.

DESCRIPTION OF THE FIGURES

Figure 1A is a front view of an electronic trading card in accordance with the present invention;

Figure 1B is the view of an opposite surface of the trading card shown in Figure 1A;

Figure 1C illustrates the architecture of a smart card used in accordance with a preferred embodiment of the present invention;

Figure 2 illustrates the system for playing a game using the electronic trading card;

Figure 3 illustrates the flowchart used to install the base software for reading a smart card and executing a game using the smart card;

Figure 4 illustrates execution of software when a game is played on the user's computing system;

Figure 5 illustrates the execution for playing a game on-line from a remote server;

Figure 6 illustrates a screen presented by the server for selecting a game to be played;

Figure 7 illustrates the concept of a rotisserie baseball game utilizing electronic trading cards;

Figure 8 illustrates a screen presented for playing a game using electronic trading cards;

Figure 9 illustrates a subsequent screen presented when first learning to play the wizard's game of Figure 8;

Figure 10 illustrates the initial screen presented to the card holder for identifying the progress of play;

Figure 11 illustrates a screen presented to the holder of the electronic trading card for learning spells;

Figure 12 illustrates a fresh screen for playing a game of Wizards against another wizard; and

Figure 13 illustrates the first screen shown a participant in the game of Wizards.

DESCRIPTION OF A PREFERRED EMBODIMENT

Figures 1A and 1B illustrate an electronic trading card in accordance with one embodiment of the invention. The electronic trading card 11 is contained in a package roughly the same size as conventional trading cards used by the general public. On the exterior of the trading card 11 is a familiar figure, representing a sports figure or other personality which is of interest to collectors and traders of the trading cards. These may be as conventional as famous sports figures, such as baseball players, cartoon characters or other celebrities.

In the case of an electronic trading card representing a sports figure, the picture of the sports figure is shown on one side as in Figure 1A, and various statistics about the sports figure are included on the reverse side in the format of a conventional trading card, as shown in Figure 1B.

The electronic trading card 11 includes a row of connectors 13 which connect the smart card electronics through a card reader to a computer. In current smart card applications, the smart cards are connected via a computer network to a host computer, wherein data may be transferred to

and from the smart card such as in banking applications. In accordance with the present invention, the smart card may be used to transfer data by the user in possession of the electronic trading card 11 to a local or a remote computer which is executing a game program.

5 In one embodiment of the invention, the smart card is organized into a system shown in Figure 1C. The processor 22 is connected to a data bus 20 which is connected to the contacts 13 of the smart card. A read only memory 21 includes information which will be used when a user attempts to play a game or otherwise use the smart card 11. A non-volatile
10 RAM 23 is also provided which can receive information during the playing of a game, representing a score obtained by the user, or updated statistics concerning the player represented by the trading card. The information downloaded from game playing software running at a remote computer site may be written to the non-volatile RAM 23 where it is available for display
15 by the user any time the user reads the smart card 11.

The smart card 11 includes a ROM 21, storing information specific to the card including a general card identification number 21(b), which identifies the card as belonging to a game to be played, or some other type of interactive activity. A card-specific number 21(a) is disclosed which is
20 unique to the specific card which is related to the general card identification number 21(b). When the electronic trading card is read in the card reader, the remote computer which is playing a game will compare the card specific number 21(a) and general card identification number 21(b) to be certain that the card is valid from from a known relationship which exists between
25 the general card ID 21(b) and the card-specific ID 21(a).

A security algorithm 21(c) is also stored within the ROM 21. The security algorithm represents data necessary to access the game being run on the remote computer server. The security algorithm is uploaded to the

remote computer server where it is combined with information running on the remote computer server to enable access to the game playing software. Unless the remote computer server receives the security information access to the game playing software is denied.

5 A system for utilizing the electronic trading card 11 is shown more particularly in Figure 2. Figure 2 illustrates a computing facility 25 at the user's location for accessing the electronic trading card 11. The computing facility includes a smart card reader 26 connected to a port of processor 27. A display 28 and keyboard 29 are provided to permit the interactive playing
10 of a game related to the contents of the trading card 11.

In accordance with a preferred embodiment, a user's computing facility 25 is used as terminal equipment for computer game software being executed on a remote server 32. The remote server 32 is connected via a network 30, which may be the Internet, through appropriate interfaces to
15 the computing facility 25.

The computing facility 25 includes certain base systems software necessary for communicating with the electronic trading card 11 as well as the remote server 32.

The base system software for the computing system 25 which may be
20 downloaded from the server 32 includes a card reader interface. Additionally, card related information for verifying the card is downloaded along with graphic elements which are presented on the display 28 identifying a card type read from the card reader 26. The foregoing system which is capable of reading the electronic trading cards and writing to the
25 cards from the server 28 provides an interactive game capability for the holders of the electronic trading cards 11.

In the system of Figure 2, all of the base system software may be downloaded from the remote server 32, or may be resident in the processor

27 from a CD ROM which is supplied in a start-up kit for those who collect and utilize the electronic trading cards 11.

The sports card 11 stores invariable information about the player, which does not change, which is stored in the ROM 21. Additionally, variable information included in the non-volatile RAM representing a player data file may be subsequently updated with various statistics from the computer game server. These statistics may relate to the actual performance of the player represented by the trading card. Thus holders of the card may evaluate the performance of a player and use the information for making trading decisions.

The protocol for data transfer between the smart card based electronic trading card 11 and a remote server 32 containing a computer game program will conform to IEEE standards. The IEEE standard control can retrieve information from the smart card, and upload the data upon request of the computer game running on server 32. Further, using the IEEE standards, updated statistics for a player may be transferred from the server 28 to the electronic trading card non-volatile RAM 23.

The computer program running on server 32 includes a database 33 for maintaining game information. In one embodiment of the invention, the database 33 includes the following four tables:

Players TABLE: This table contains information about each player, including the player's ID, the game ID, the type (i.e., baseball, basketball, etc.), the name of the player, a graphics image of the player, other personal statistics of the player, whether he bats left- or right-handed, etc., the birth date and the position played by the player.

Positions TABLE: The positions table maps a number (Position ID) to a position as an abbreviation. For example, the position of first base in an interactive baseball game played using the electronic trading card is set

with a specific reference number, i.e., first base may be symbolized by the number "2".

Teams TABLE: This table contains information about a team that the user is creating in a baseball interactive game. It includes a card ID, the name of the team, type of team, points scored and players on the team. During the process of playing a rotisserie-type baseball game, as will be described with respect to Figures 6 and 7, a team comprises each of the players represented by an electronic trading card 11.

Users TABLE: This table contains information about a particular player of the interactive game, such as his first name, last name, e-mail address.

Card TABLE: This table contains information about all the electronic trading cards that are being used to play a game, i.e., the card type, card ID, player ID, etc.

The foregoing database is used to play an interactive baseball game, and anticipates that information about the players will be updated on a regular basis, representing the real life statistics of players identified by the electronic trading cards. The database is, therefore, updated on a frequent basis, as the real life statistics associated with the players becomes the means by which to determine a score.

The present invention, which is advantageously implemented on a remote server connected via an Internet connection to a local user, may also be loaded directly on a local user's computer system 25. However, it is considered advantageous to operate the game over the Internet, through a remote server which can be updated to provided a variety of game options for the users of the electronic trading cards.

Figure 3 illustrates the execution sequence for playing a computer game. The game software on the CDROM in the start-up kit is installed on

the internal storage of a computer serving as the user's home computer computing system. Alternatively, the base software can be delivered to the user through the Internet from a web site maintained by the trading card issuer. The base software contains computer games and drivers that allow the local computer to recognize and communicate with the smart card reader/writer 26, and allows the local computer system 27 and remote computer server 32 to read and write information to the smart card. The smart card reader/writer 26 is connected to the computer port 27 in step 41, and the user runs the base software programs in step 42. Execution of the base software results in the trading card information being displayed on the computer monitor 28 and includes computer games and the option to connect to a remote computer on which a computer game is executed.

The user is presented with a decision as to whether or not a game is to be played on a user's computing system, or whether it is to be played on a remote computer such as server 32.

If the game is played locally on the user's computing system 25, then execution proceeds as shown in Figure 4. Figure 4 is entered in step 50 by the user selecting a game option through conventional point-and-click controls in step 50 on the user's computer system. The base software resident on the local computer's internal storage accesses the smart card reader/writer 26 to establish a communication session with the smart card. The base software running in the user's computer 27 determines in decision block 52 whether or not a card is being read by the reader/writer 26 by checking the unique card code and general ID card. As these two numbers are related for a given card type, it is possible to decide whether or not a fraudulent card might be inserted in the card reader 26. In the event the card cannot be validated by comparing the general and specific

card identification numbers, a message is displayed in step 53 that the card is not valid.

Even if the card is determined to be valid, the base software reads the general card ID to identify which game is associated with the card. The game stored on the internal storage medium selected from the “play games” option of step 50 then determines from the stored algorithm code read from the smart card is combined with the computer code retained within the game software. Once the combination is validated by the game software, access to the game is given to the user.

Figure 5 represents a similar scenario wherein a user chooses to play a game on-line, by contacting a web site on server 32 to gain the game software. The base software resident on the local computer’s internal storage includes the software necessary to connect to the remote computer in step 61, once the appropriate icon has been selected to go on-line. The local base software contains a web browser program and instructions to run a computer modem. Once a connection is made to the remote server 32, software running on server 32 loads a game program for play. The remote computer links to a user’s computer and reads the smart card when inserted in the smart card reader/writer 26 in step 63. As in the stand-alone version of the game, the remote software first checks to see that a valid card has been read by checking the unique card code and general ID to ensure that they match the unique card code and general card ID stored in the remote database seen in box 64. Further, in step 66 the security algorithms are read from the smart card 26 by the remote server 32 to validate that the user is in possession of a valid trading card, and the game is permitted to run. The security algorithm derived from the smart card is combined with related security data contained in the game software as a protection against counterfeit trading cards.

Rotisserie Baseball

The electronic trading cards 11 may represent players in a baseball game. The user collects nine cards, each card representing one player for the nine positions on the baseball team. A user connects to the remote server 32 by selecting from an icon (shown in Figure 6) on his local computer the "rotisserie baseball" icon. The base system software loaded on the user's computer 25 will execute a connection sequence for connecting the modem of processor 27 to the Internet and remote server 32.

Once the server 32 responds and a connection is established, the server 32 would read in sequence each of the nine electronic trading cards of the user. By inserting each individual card into the reader 26, data from the trading card's ROM 21 is uploaded to the server 32, and the server 32 forms a team consisting of the user's nine players identified by each electronic trading card and displays the team members in a subsequent screen shown in Figure 7. During the process of setting up the teams, the server 28 running the game software would perform a check to make sure that other users are not using the same electronic trading cards. The remote server 28 maintains a database of the card-specific numbers, and prevents the formation of a team using the same trading card as long as the card remains active.

The general ID stored in the ROM 21 is checked by the game playing software running in server 32 to make sure that it corresponds to an appropriate card-specific code before forming a team. The server 32 also checks the card-specific code with respect to the general card ID to make certain that the two are related, to avoid any attempt at counterfeiting electronic trading cards.

Once the team has been assembled, the user is downloaded a graphic, such as that shown in Figure 7, representing each of the players on the field. The real life statistics for each of the players are entered by the system operator on the computer server 32 running the game software on a regular basis. A score is kept by forming a composite of the individual statistics of the players of a team, i.e., runs, errors made, hits and catches. Strike-outs and walks subtract points from a team. Game players may trade playing cards with other game players to enhance their score by acquiring cards representing players whose recent performance will raise the overall team score. Changing the player is effected by clicking on the change player icon and then reading the new trading card in reader 26.

The overall composite score of each of the teams is viewed on the user's computer screen 28 by clicking on the score icon. The various statistics used to derive the score are also displayed for each team.

The statistics of each individual player which were used to score the game may also be downloaded and written to the electronic trading card non-volatile memory 23. Thus, the information about the player may be available for display on the computer display 28 the next time the user reads the electronic trading card 11. If the user wishes to trade the card to another user, he must first deactivate the card by accessing the game playing software loaded on the server 32. The server 32 when it receives a command from the cardholder to remove the card from play, will note the status of the card as inactive in the server database 33 by writing to the field dedicated for this status in the record containing the card-specific identification number. Thus, a new user, when he attempts to use the card in a rotisserie based ball game, will enter the card and player into the game. Unless the system has deactivated the card at the request of the user, a

subsequent attempt to use the card to form another team will be refused by the game playing software running on server 32.

Wizards and Spell Game

Another illustration of another game type which can be implemented using the electronic playing cards and a related program on the computer server 32 will be described.

The electronic trading cards surfaces include an image of a fully-evolved wizard. The opposite side of the electronic trading card contains the wizard's name, spells the wizard must master, arch enemies of the wizard and a wizard master score that the wizard must achieve in order to play against another wizard. Stored within the smart card of the electronic trading card 11 is information related to the skill level of the wizard. As the player learns various spells and defeats any wizard's enemy, and masters the wizard's skills, the non-volatile memory 22 will be written with information relating to the progress of the player. Each time that the electronic trading card 11 is inserted into the card reader, the stored information is displayed on the display 28.

Play begins when the card is read to establish a connection between the local computer 25 and the server 32 having the game software. The base software installed into the viewer's local computer 27 produces an icon on the user's desktop. By double clicking on the icon, the web site for playing the game is accessed, and the user is presented with three choices concerning the game.

Figure 8 illustrates the three choices presented to the user. When the user enters the kingdom of the Evol Wizard, the second screen shown in Figure 9 is presented to the user. When the user is utilizing the electronic trading card for the first time, or has not achieved various wizard

evolution events, the image of the wizard will look like a child, not like the image on the electronic trading card. The display 28 will also contain vital spells, arch enemies, and the wizard's master score, as shown in Figure 10. The vital spells that the player has mastered and arch enemies defeated will be highlighted so that the player will know which events still need to take place in order to fully evolve and win a game. In addition, a current wizard mastery score is displayed beside the goal score as player information.

The game starts by having the wizard master certain spells. To accomplish this, the wizard will enter the Kingdom by clicking on the appropriate icon of Figure 9 to learn and practice spell-making. The user is provided with a screen, as is shown in Figure 11, with a list of magic words and a list of animals he must learn using the correct combination of magic words. If a user chooses a combination and makes one of the requisite animals, a simulated poof of smoke followed by a simulated disappearance of a displayed animal will appear on the screen. The name of the animal will be removed from the "spells needed" list and put on the "spells learned" list of Figure 10. If the combination of words selected do not constitute the animal, sparks will fly and a strange animal will appear, i.e., a dog with a rabbit's ears.

Thus, a player shown on the left of the screen changes the person on the right of the screen into an animal by invoking the correct word. If the wrong word is selected, a puff of smoke is generated, and sparks are displayed as well as a strange animal such as a dog having moose antlers.

When the user has learned all of the requisite spells, he gets a diploma screen, and he further moves on to battle other wizards.

Having learned the requisite spells, the user can battle with another wizard. The set-up for a battle between wizards is shown in Figures 12 and

13. In the first step, a room is set up having a group of tables, each with its own number. At a table is a crystal ball, and a user clicks to the side of a table where no one is standing. The wizard's name and picture will appear where the user clicks. Also, the user's name will appear below the wizard.

5 When a second user clicks on the other side of the table, that user's wizard's name, picture and user name will appear (all pictures of the wizard will be the same view). In addition, a parchment paper will appear over the crystal ball that says "Click here to play." When both players have clicked on the parchment, a new window comes up with a courtyard and a wizard

10 on either side, as shown in Figure 13. In the event a player pulls out early, a loss is recorded on the user's electronic playing card by writing to the non-volatile memory 23. The courtyard where the battle takes place will be identical to the courtyard in which the spells were learned.

Each user to the game is presented with a screen such as shown in

15 Figure 13, which shows his list of words on the left, constituting spells to be cast. The list of his opponent's spells will be obscured. The spell words will change from each player as each player casts a spell.

When a player's turn to cast a spell occurs, and when a wizard casts a spell, the wizard turns to an animal and a score is made. A set of five

20 rounds per game will be utilized in a preferred embodiment, and after five rounds the one who has correctly cast the highest number of spells wins the game.

Thus, there has been described with respect to several embodiments, interactive games which can be played between holders of a card. The

25 new interactivity provides two favorite pastimes, one that of collecting trading cards, and the other playing an interactive game.

The foregoing description of the invention illustrates and describes the present invention. Additionally, the disclosure shows and describes only the

preferred embodiments of the invention, but as aforementioned, it is to be understood that the invention is capable of use in various other combinations, modifications, and environments and is capable of changes or modifications within the scope of the inventive concept as expressed herein, 5 commensurate with the above teachings, and/or the skill or knowledge of the relevant art. The embodiments described hereinabove are further intended to explain best modes known of practicing the invention and to enable others skilled in the art to utilize the invention in such, or other, embodiments and with the various modifications required by the particular applications or uses 10 of the invention. Accordingly, the description is not intended to limit the invention to the form disclosed herein. Also, it is intended that the appended claims be construed to include alternative embodiments.

What is claimed is:

1 1. A system for using a trading card for interactive
2 entertainment, comprising:

3 an embedded-chip trading card having a memory
4 containing identification data and access software;

5 a card reader/writer for reading and writing to said
6 embedded-chip trading card;

7 a local computer system coupled to said card
8 reader/writer;

9 a communications network coupled to said local
10 computer system and to a remote computer system including a
11 database containing trading card information;

12 wherein;

13 said card reader/writer transfers said identification data
14 and access software via said local computer system and
15 communications network to said remote computer system; and

16 said remote computer system processes said
17 identification data and access software to enable access to said
18 remote computer system for interactive entertainment.

1 2. The system of claim 1, wherein said remote computer
2 system processes said identification data and access software to
3 enable the downloading of said trading card information to said
4 embedded-chip trading card.

1 3. The system of claim 1, wherein said remote computer
2 system processes said identification data and access software to

3 enable the display of graphical and textual trading card information
4 obtained from said database on a display device connected to said
5 local computer system.

1 4. The system of claim 1, said identification data
2 comprising:

3 a card-specific code uniquely identifying said
4 embedded-chip card;

5 a card-type code identifying said embedded-chip
6 trading card as a particular type of a plurality of trading card types;
7 and

8 said local and remote computer systems being further
9 programmed with security software for processing said card-
10 specific code, card-type code, and access software to prevent
11 unauthorized use of said embedded-chip card.

1 5. The system of claim 4,

2 said database further including correlation data
3 correlating selected ones of said card-specific codes with a card-
4 type code; wherein

5 said security software compares said card-specific
6 code and card-type code to said correlation data to determine the
7 validity of said embedded-chip trading card.

1 6. The system of claim 1 wherein said trading card
2 information relates to an entertainment theme for said interactive
3 entertainment.

1 7. The system of claim 6, said interactive entertainment
2 comprising single and multi-user interactive games related to said
3 entertainment theme.

1 8. The system of claim 7, said access software in said
2 embedded-chip trading card memory including code required for
3 identifying and initiating said interactive games.

1 9. The system of claim 7, wherein said local computer
2 system includes software for processing said code to enable said
3 interactive games to be played locally.

1 10. The system of claim 6, wherein:
2 said entertainment theme relates to a character; and
3 said remote computer system processes said
4 identification data and access software to enable the display of
5 graphical and textual trading card information obtained from said
6 database on a display device connected to said local computer
7 system including an animation of said character.

1 11. The system of claim 4, said trading card information
2 relating to sports figures and comprising statistics and biographical
3 information about said sports figures.

1 12. The system of claim 11, further including a plurality of
2 users connected to said communications network, wherein:
3 a group of said trading cards represents sports figures
4 who are members of a sports team;

5 each of said group is inserted by a user into said card
6 reader/writer;

7 said card reader/writer reads the card-specific code
8 stored on each card and transfers the card-specific code via said
9 local computer system and communications network to said
10 remote computer system; and

11 said remote computer system compares said card-
12 specific code with information in said database to prevent duplicate
13 cards from being used in multiple interactive games among said
14 plurality of users.

1 13. The system of claim 12, wherein:

2 said remote computer system compares said card-
3 specific code with information in said database to determine
4 whether a particular trading card represents an active or an
5 inactive player;

6 said remote computer system allowing the assignment
7 of an inactive player represented by said particular trading card to
8 a team for interactive game playing with at least one remote user,
9 and prohibiting said assignment if said player is active.

1 14. The system of claim 12, wherein said card-type code
2 corresponds to one of said sports figures and identifies said one of
3 said sports figures as playing a particular position, whereby said
4 remote computer system will only assign said one of said sports
5 figures to said position in said interactive games.

1 15. The system of claim 1, wherein said embedded-chip
2 trading card further includes a processor which executes security

3 software to delete secure information in said memory upon an
4 attempted unauthorized use of said trading card.
5

1 16. The system of claim 6, wherein said embedded-chip
2 trading card includes surface graphic elements related to said
3 entertainment theme.

1 17. The system of claim 1, wherein said communications
2 network is the World Wide Web.
3

1 18. A system for playing a game comprising:
2 a smart card containing a stored program containing
3 information regarding a game to be played on a remote computer;
4 a computer having a smart card reader for reading said
5 information and a display for displaying game information derived
6 from said smart card, said computer including an internet
7 connection; and
8 a remote server connected to an internet connection
9 containing a computer program for playing a game with said
10 computer, said remote server connecting to said computer over said
11 Internet connections in response to a logon request received from
12 said computer through said internet connections, and downloading
13 to said computer a plurality of game selections for display on said
14 computer display which permit said game to be played.
15
15

1 19. The system according to claim 18 wherein said smart
2 card includes security routines which are validated by said computer
3 program before permitting play of said game.

1 20. The system according to claim 18 wherein said game is
2 a game of skill which presents to said computer choices for display
3 and selection by a user.

1 21. The system according to claim 18 wherein said
2 computer program downloads to said smart card status information
3 produced from playing said game.

1 22. The system according to claim 21 further comprising
2 programming instructions in said smart card for displaying on said
3 computer display said status information downloaded from said
4 remote server.

1 23. In a system for playing games over a communications
2 network, a smart card having a stored computer program for
3 executing the process of:
4 displaying to a user through a smart card reader and
5 local computer the information pertaining to said game;
6 providing security information which is transferred over
7 said communications network to a remote server containing a
8 computer game program to authenticate a user of said game
9 program; and
10 storing game status information downloaded from said
11 remote server.

1 24. The smart card according to claim 23 wherein said
2 computer program executes the steps of connecting a computer
3 which is connected to said smart card to a remote computer for
4 playing said game.

1 25. The smart card according to claim 23 wherein said
2 computer program includes security algorithms which are used to
3 access said remote computer.

1 26. The smart card according to claim 25 wherein said
2 smart card is packaged in a container identifying the game to be
3 played.

1 27. A system for playing a game comprising:
2 a smart card containing a stored program containing
3 information regarding a game to be played on a computer; and
4 a computer having a smart card reader for reading said
5 information and a display for displaying game information derived
6 from said smart card, said computer including a computer program
7 for playing a game with said computer, said computer program
8 being programmed to display a plurality of game selections for
9 display on said computer display which permit said game to be
10 played.

1 28. The system for playing a game according to claim 26
2 wherein said smart card includes a general and a specific code
3 which is verified by said computer before said game can be played.

1 29. In a computer entertainment system, an electronic
2 trading card comprising:

3 a smart card enclosed within a container having contacts
4 for accessing an internal processor and a memory; said smart card
5 providing for bi-directional transfer of data to a computer system
6 programmed with entertainment software.

1 30. The electronic trading card according to claim 29,
2 wherein said smart card stores statistics produced by said
3 entertainment software.

1 31. The electronic trading card according to claim 31 further
2 comprising visual information on the exterior of said container which
3 contains information pertaining to said stored statistics.

1 32. The electronic trading card according to claim 29
2 wherein said memory stores a security algorithm which is transferred
3 to said computer system for controlling access to said entertainment
4 software.

1 33. The electronic trading card according to claim 29
2 wherein said memory includes a general identification number to
3 identify said entertainment software.

1 34. The electronic trading card according to claim 33
2 wherein said memory includes a specific identification number to
3 identify a character used by said entertainment software

ABSTRACT OF THE DISCLOSURE

A system for collecting and using electronic trading cards. The electronic trading card is provided based on a smart card, storing information related to a famous personality. The smart card is read by a user's local computer, and transfers security information to the local computer for permitting the playing of a computer game. The system may be used in connection with a remote server which contains the computer game software. The trading card is packaged with various information displayed on the exterior of the trading card relating to the personality represented by the trading card. The smart card provides a security function so that the holder of the smart card can play the game with either of a remote or local computer. Different security routines within the smart card are read into the user's computer, to establish a session with a computer game program running on the remote server. The computer game downloads statistics concerning the game to the electronic playing card, updating either the vital statistics concerning the player, or representing a score earned during game playing.

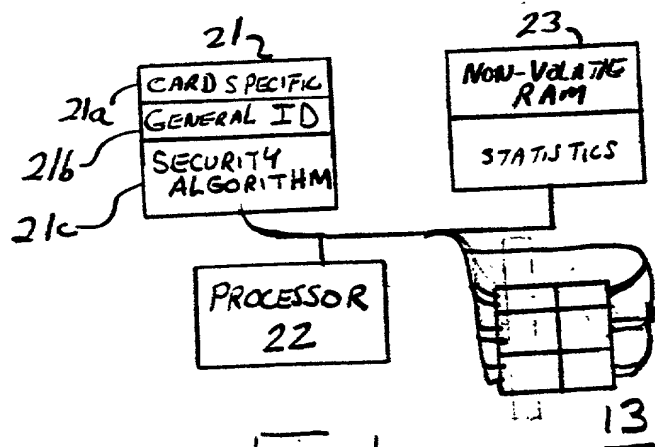
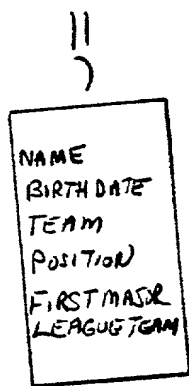
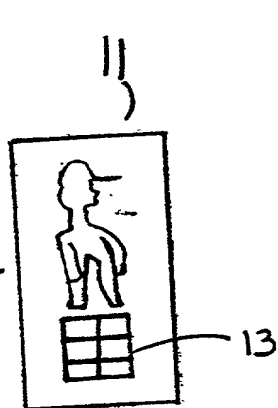
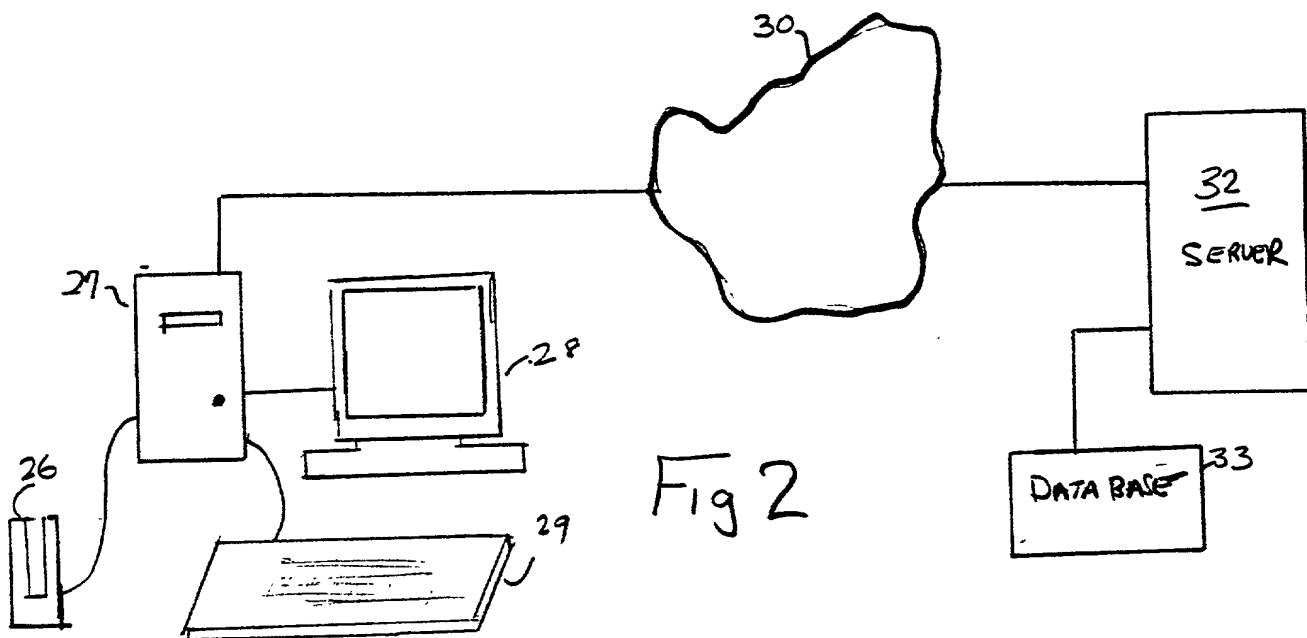


Fig. 3

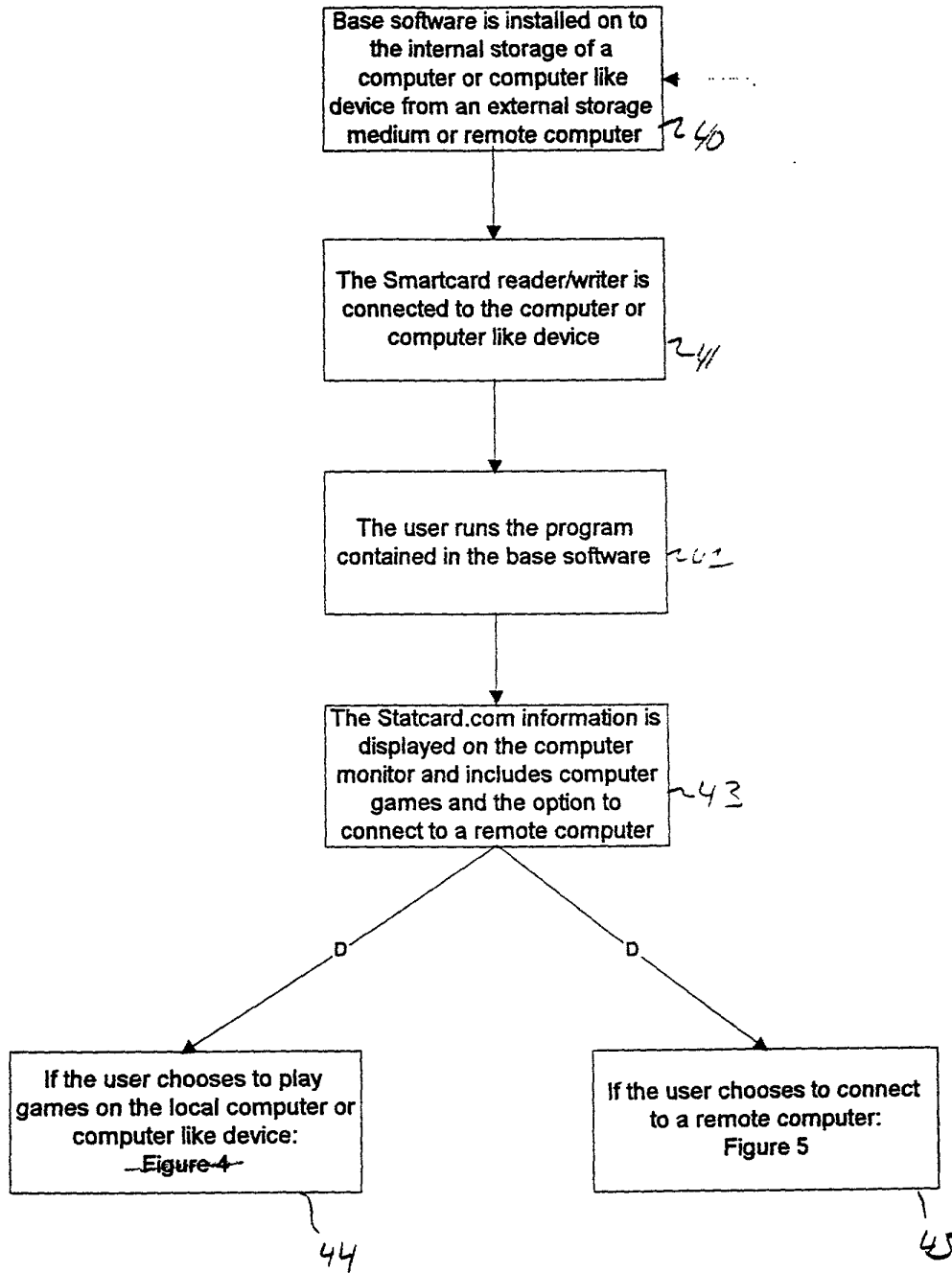


Fig. 4

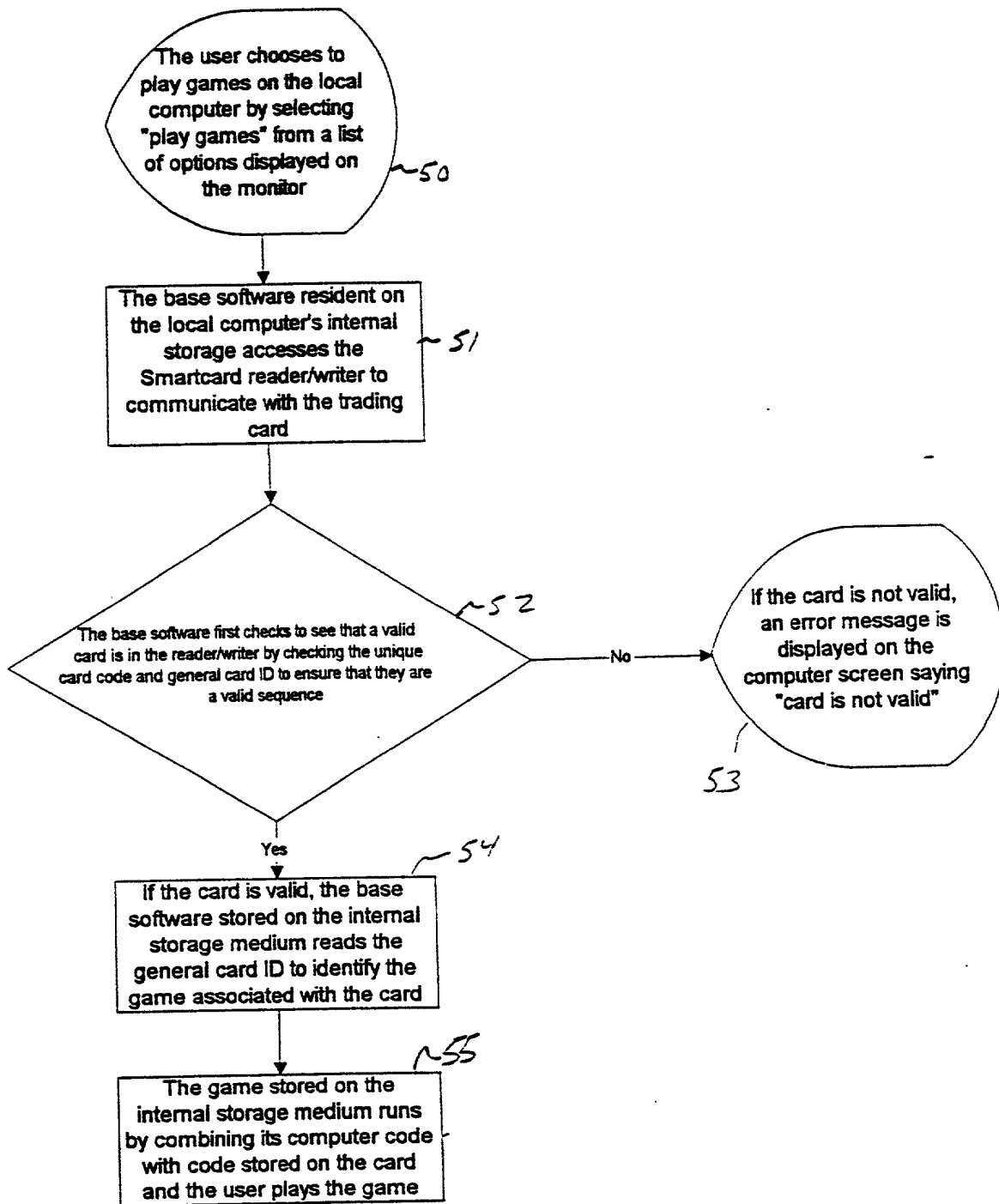
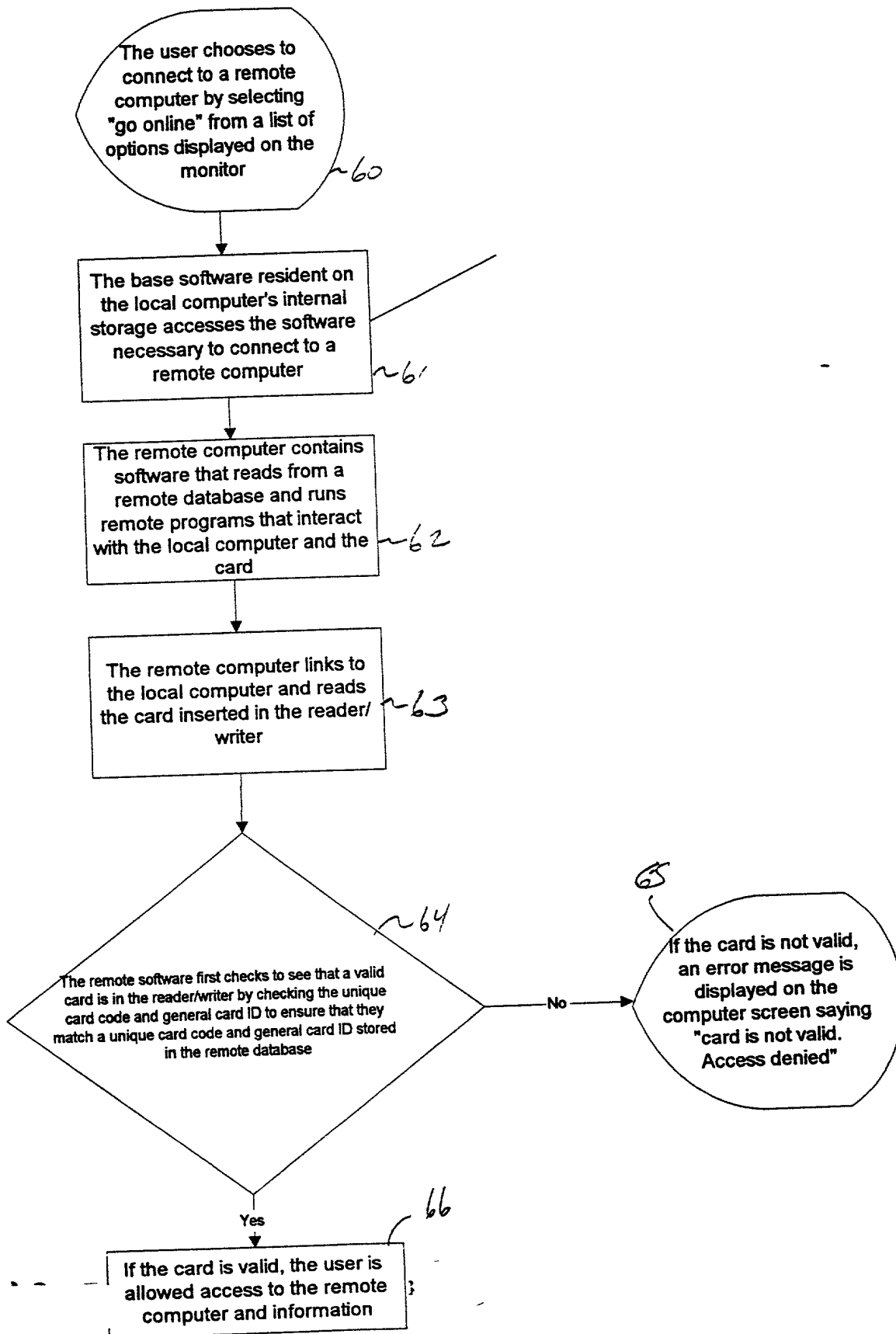


Fig. 5



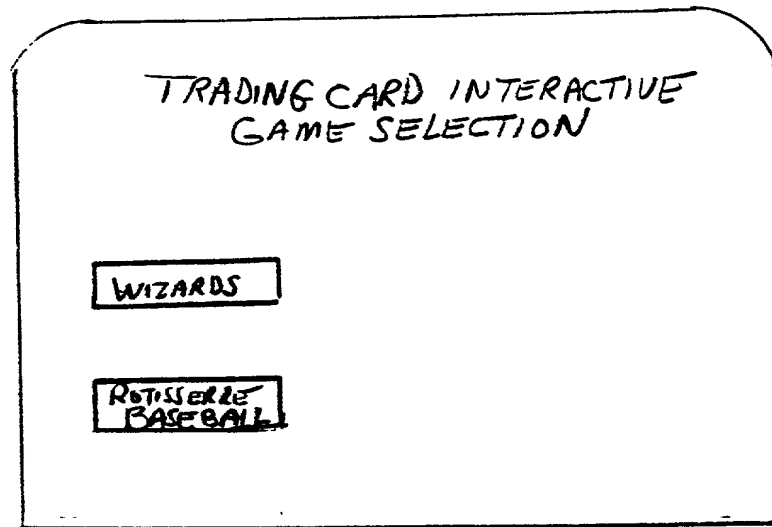


Figure 6

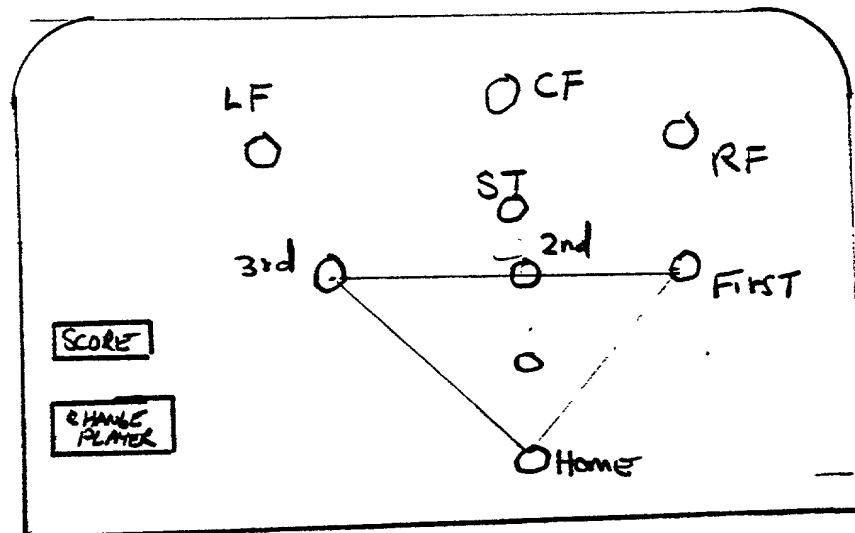


Figure 7

((animation
with flickering
torch to light
the room))

((animation
with flickering
torch to light
the room))

First Time Users -
Connect your Card
Reader to your
computer and
download the
required software by
clicking here

ENTER
To enter the
Kingdom of
Evolzard, insert an
Evolzard card into
your Reader and
click here

If you do not have an
Evolzard card and
card Reader, click
here to learn more
about the Kingdom
of Evolzard

Figure 8

((animation
with flickering
torch to light
the room))

Help
To learn how to
play, click here

((animation
with flickering
torch to light
the room))

To view your
Wizard's progress
Insert a card and
click here

To learn and
practice your
Spells, insert a card
and click here

To challenge another
Wizard in *Spell
Casting*, insert a card
and click here

To play Wizard
Mastery Sports,
insert a card and
click here

Fig 9

Wizard Agbarr



((animation
with flickering
torch to light
the room))

Spells Learned

Dog
Moose
Rat

Spells Needed

Unicorn
Spider

Defeated Wizards

Migdoor
Hibbrod

Wizards Needed

Inmannah
Anso
Radha

Wizard Mastery Score

25

Score Needed

125

To view another Wizard,
insert another card and
click here

Fig 10

Wizard Agbarr 50	00	1	00	Practice
Abrada Arnotsa Calabra Exetor Gammon Intar Nortu Pevi Partzo Ranza Semma Tappar Vaswer Worlur Wechum Zarpa				Spells Learned
				Spells Needed
				Dog Moose Bat Rat Pig Horse
00				00
GO				GO

Fig 11

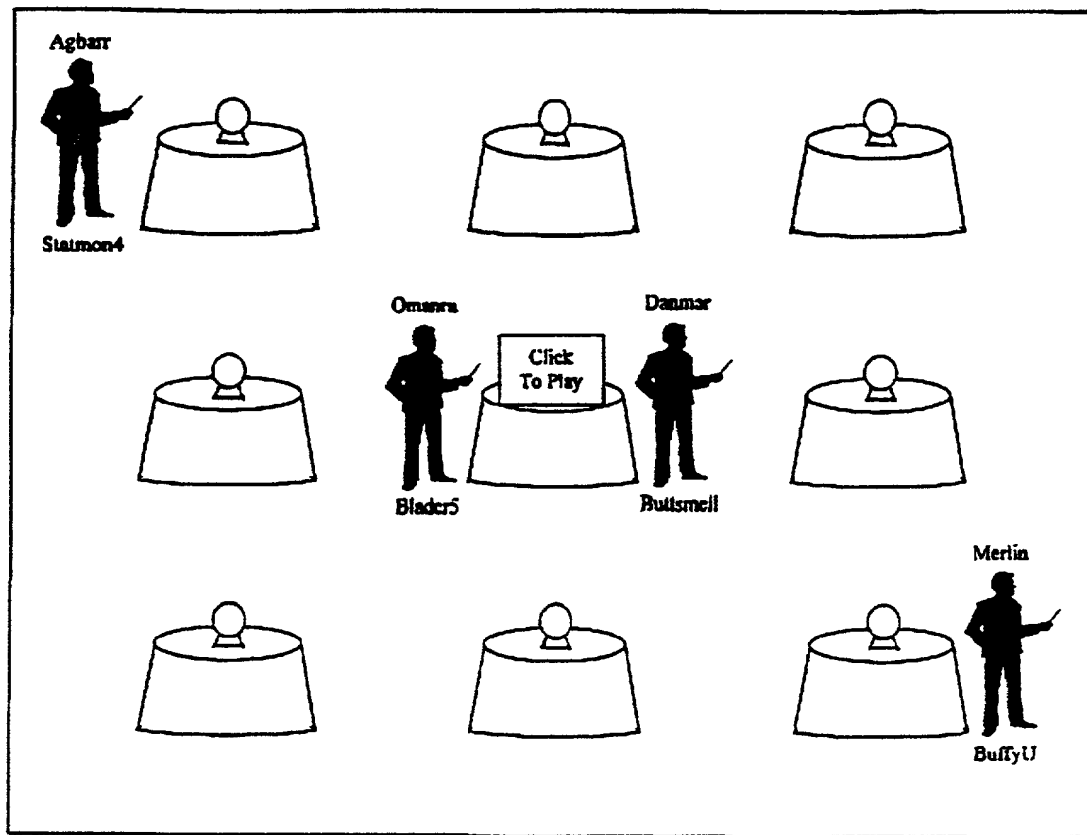


Fig 12

Wizard Omanra 50	00	1	00	Wizard Danmar 100
Abrada Amotsa Calabra Exctor Garmon Intar Norta Pevi Partzo Ranza Semma Tappar Vaswer Worhur Wechum Zarpa				
00				
GO				

Fig 13

DECLARATION FOR PATENT APPLICATION

1963/002

As a below-named inventor, I hereby declare that:

My residence, post office address and citizenship are as stated below next to my name.

I believe I am the original, first and sole inventor (if only one name is listed below) or an original, first and joint inventor (if plural names are listed below) of the subject matter which is claimed and for which a patent is sought on the invention entitled:

A COMPUTERIZED TRADING CARD SYSTEM

the specification of which: (check one)

☒ [X] is attached hereto. ☐ [] was filed on _____ 19____, as United States Patent Application Serial No. or PCT International Application Number _____, and was amended on _____ 19____ (if applicable).

I hereby state that I have reviewed and understand the contents of the above-identified specification, including the claims, as amended by any amendment referred to above.

I acknowledge the duty to disclose information which is material to the patentability of this application in accordance with 37 CFR § 1.56(a).

Prior Foreign Application(s): I hereby claim foreign priority benefits under 35 U.S.C. § 119(a)-(d) or §365(b) of any foreign application(s) for patent or inventor's certificate listed below, or § 365(a) of any PCT international application which designated at least one country other than the United States of America, listed below and have also identified below any foreign application for patent or inventor's certificate having a filing date before that of the application on which priority is claimed:

Priority Claimed

_____	_____	_____	[] [] []
(Application No.)	(Country)	(Day/Month/Year Filed)	Yes No
_____	_____	_____	[] [] []
(Application No.)	(Country)	(Day/Month/Year Filed)	Yes No

I hereby claim the benefit under Title 35, United States Code § 119(e) of any United States provisional application(s) listed below:

Application No.	Filing Date
-----------------	-------------

I hereby claim the benefit under 35 U.S.C. § 120 of any United States application(s) listed below and, insofar as the subject matter of each of the claims of this application is not disclosed in the prior United States application in the manner provided by 35 U.S.C. § 112, first paragraph, I acknowledge the duty to disclose material information as defined in 37 CFR § 1.56(a) which occurred between the filing date of the prior application and the national or PCT international filing date of this application:

_____	_____	_____
(U.S. Application Serial No.)	(U.S. Filing Date)	(Status—patented, pending, abandoned)
_____	_____	_____
(U.S. Application Serial No.)	(U.S. Filing Date)	(Status—patented, pending, abandoned)

I hereby appoint George Vande Sande, Registration No. 17,276; Burton A. Amernick, Registration No. 24,852; Richard Wiener, Registration No. 18,741; Townsend M. Belser, Jr., Registration No. 22,956; Morris Liss, Registration No. 24,510; Martin Abramson, Registration No. 25,787; George R. Pettit, Registration No. 27,369; Elzbieta Chlopecka, Registration No. 32,767; Eric J. Franklin, Registration No. 37,134; Jeffri A. Kaminski, Registration Number 42,709; and William E. Curry, Registration Number 43,572, my attorneys with full power of substitution and revocation, to prosecute this application and to transact all business in the Patent and Trademark Office connected therewith.

Send Correspondence and Direct Telephone Calls to:

George R. Pettit
(202) 331-7111

George R. Pettit
Pollock, Vande Sande & Amernick, R.L.L.P.
P.O. Box 19088
Washington, D.C. 20036-3425 U.S.A.

DECLARATION FOR PATENT APPLICATION

Page Two

I hereby declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements are made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under 18 U.S.C. § 1001 and that such willful false statements may jeopardize the validity of the application or any patent issued thereon.

Full name of sole or first inventor Arthur Swanberg
Inventor's Signature [Signature] Date 12-24-99
Residence Address 9 Woodside Lane, Westport, CT 06880
Citizenship U.S.
Post Office Address Same as residence address.

☒ See next page for additional inventors

Full name of second joint inventor (if any): Ethan Rappaport
Inventor's Signature [Signature] Date 12-24-99
Residence Address 119 Kennedy Drive, Orange, CT 06477
Citizenship U.S.
Post Office Address Same as residence address.

Full name of third joint inventor (if any): _____
Inventor's Signature _____ Date _____
Residence Address _____
Citizenship _____
Post Office Address _____

Full name of fourth joint inventor (if any): _____
Inventor's _____ Signature
Date _____
Residence Address _____
Citizenship _____
Post Office Address _____

Full name of fifth joint inventor (if any): _____
Inventor's _____ Signature
Date _____
Residence Address _____
Citizenship _____
Post Office Address _____

Full name of sixth joint inventor (if any): _____
Inventor's _____ Signature
Date _____
Residence Address _____
Citizenship _____
Post Office Address _____